1. ChangeDetectionStrategy?
2. Angular 2 security?
3. AOT compiler?
4. Different types of metadata – host?
5. Pagination?
6. <https://stackoverflow.com/questions/38236313/angular2-inject-external-component-into-other-component-via-directive-not-worki>
7. How to inject another module component into another module’s component?

Try to export it

@NgModule({

declarations: [TaskCardComponent],

imports: [MdCardModule],

exports: [TaskCardComponent] <== this line

})

export class TaskModule{}

<https://stackoverflow.com/questions/39601784/angular-2-use-component-from-another-module>

1. How to use one’s component properties into another component
2. Metadata tells Angular how to process a class. It's not a component until you tell Angular about it. To tell Angular that HeroListComponent is a component, attach **metadata** to the class. In TypeScript, you attach metadata by using a **decorator**.
3. In two-way binding, a data property value flows to the input box from the component as with property binding. The user's changes also flow back to the component.
4. Apply conditional class

<div [class.active]=”row === 2”></div>

**Structural** directives alter layout by adding, removing, and replacing elements in DOM. (\*ngFor, \*ngIf)

1. The backtick (`)—which is not the same character as a single quote (')—allows you to compose a string over several lines.
2. **Attribute** directives alter the appearance or behavior of an existing element. (\*ngModel)
3. With \*ngIf, Angular isn't showing and hiding the message. It is adding and removing the paragraph element from the DOM.
4. Template reference variable?
5. Template expressions cannot refer to anything in the global namespace. They can't refer to window or document. They can't call console.log or Math.max.
6. <button [style.color]="isSpecial ? 'red' : 'green'">
7. <img [src]="heroImageUrl"> or <img bind-src="heroImageUrl">
8. Property binding or interpolation

<p><img src="{{heroImageUrl}}"> is the <i>interpolated</i> image.</p> <p><img [src]="heroImageUrl"> is the <i>property bound</i> image.</p>

1. <button [style.color]="isSpecial ? 'red': 'green'">Red</button>
2. <button [style.background-color]="canSave ? 'cyan': 'grey'" >Save</button>
3. <button on-click="onSave()">On Save</button>
4. \*ngFor with trackBy

With no trackBy, both buttons trigger complete DOM element replacement.

With trackBy, only changing the id triggers element replacement.

1. ngSwitch

<div [*ngSwitch*]="testNgSwitch">

<div \**ngSwitchCase*="'1'">Displayed 1 as per ngswitch condition</div>

<div \**ngSwitchCase*="'2'">Displayed 2 as per ngswitch condition</div>

</div>

1. **Bind to**[ngSwitch]. You'll get an error if you try to set \*ngSwitch because [NgSwitch](https://angular.io/api/common/NgSwitch) is an attribute directive, not a structural directive. It changes the behavior of its companion directives. It doesn't touch the DOM directly.

**Bind to**\*ngSwitchCase**and**\*ngSwitchDefault. The [NgSwitchCase](https://angular.io/api/common/NgSwitchCase) and [NgSwitchDefault](https://angular.io/api/common/NgSwitchDefault) directives are structural directives because they add or remove elements from the DOM.

1. <input #phone placeholder="phone number">

<!-- lots of other elements -->

<!-- phone refers to the input element; pass its `value` to an event handler <button (click)="callPhone(phone.value)">Call</button>

1. <form (ngSubmit)="onSubmit(heroForm)" #heroForm="ngForm">

<div class="form-group">

<label for="name">

Name <input class="form-control" name="name" required [(ngModel)]="hero.name"> </label> </div> <button type="submit" [disabled]="!heroForm.form.valid">Submit</button> </form>

1. The Angular **safe navigation operator (**?.**)** is a fluent and convenient way to guard against null and undefined values in property paths.

The current hero's name is {{currentHero?.name}}

1. **The non-null assertion operator ( ! ) -** disallow null and undefined by default. The type checker throws an error if you leave a variable unassigned or try to assign null or undefined to a variable whose type disallows null and undefined.